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in: Adalwulf of Aedirn, RPG, Races



Dyrians (TTRPG)



EDIT



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Witcher TTRPG Homebrew Collection

Dyrians are a demi-human racial collective that looks like normal humans except with animal-like features, such as ears and the tail of the animal. Like Humans and other non-native races, Dyrians are immigrants from another world back during the time of the Conjunction of the Spheres. Though they are composed of many different subspecies, all Dyrians consider each other to be of a singular race. Due to their non-human traits, they were driven from The Northern Kingdoms and other places, these days a majority of their species live in the distant lands of Feiwo while a few families have joined the Kingdom of Blathanna or the region of Mahakam.

Contents

[\[hide\]](#)

1. Species Information
 - 1.1. Ursidae (Bear)
 - 1.1.1. Notes
 - 1.2. Koe (Cow)
 - 1.2.1. Notes
 - 1.3. Ulfur (Wolf)
 - 1.3.1. Notes
 - 1.4. Kaķis (Cat)

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1.4.1. Notes

1.5. Vogel (Bird)

1.5.1. Notes

1.6. Pesukarhu (Raccoon)

1.6.1. Notes

1.7. Equine (Horse)

1.7.1. Notes

1.8. Atıru (Sheep)

1.8.1. Notes

1.9. Ystlum (Bat)

1.9.1. Notes

1.10. Hiiri (Mouse)

1.10.1. Notes

1.11. Apa (Monkey)

1.11.1. Notes

1.12. Kanin (Rabbit)

1.12.1. Notes

1.13. Íkorna (Squirrel)

1.13.1. Notes

1.14. Hundur (Dog)

1.14.1. Notes

1.15. Sionnach (Fox)

1.15.1. Notes

2. Culture

3. Reason to Adventure

4. Dyrian Origins

5. Dyrian Social Standing

6. Perks (Species Dependent)

6.1. Bear's Toughness

6.2. Hibernation Preparation

6.3. Keen Smell

6.4. Protective Instinct

6.5. Werebear Companionship (Secret Perk)

6.6. Bovine's Power

6.7. Horns

6.8. Improved Digestion

6.9. Powerful Build

6.10. Werecow Companionship (Secret Perk)

6.11. Lupine Instincts

6.12. Darkvision

- 6.13. Keen Smell and Hearing
- 6.14. Pack Tactics
- 6.15. Werewolf Companionship (Secret Perk)
- 6.16. Feline Curiosity
- 6.17. Cat Burglar
- 6.18. Darkvision
- 6.19. Naturally Graceful
- 6.20. Werecat Companionship (Secret Perk)
- 6.21. Birds Swiftness
- 6.22. Bird Wings
- 6.23. Keen Sight
- 6.24. Werebird Companionship (Secret Perk)
- 6.25. Raccoon's Evasion
- 6.26. Darkvision
- 6.27. Natural Bandit
- 6.28. Wereraccoon Companionship (Secret Perk)
- 6.29. Horse's Stout Body
- 6.30. Charge
- 6.31. Swift Speed
- 6.32. Work Horse
- 6.33. Werehorse Companionship (Secret Perk)
- 6.34. Sheep's Vitality
- 6.35. Horns
- 6.36. Sure-Footed
- 6.37. Wooly Hair
- 6.38. Weresheep Companionship (Secret Perk)
- 6.39. Bat's Intelligence
- 6.40. Bat Roost
- 6.41. Bat Wings
- 6.42. Echolocation
- 6.43. Mouse's Reasoning
- 6.44. Darkvision
- 6.45. Keen Smell
- 6.46. Nimble Scurry
- 6.47. Monkey's Willpower
- 6.48. Prehensile Tail
- 6.49. Smart Monkey
- 6.50. Tree Climber
- 6.51. Rabbit's Magic Affinity
- 6.52. Fleet of Foot

- 6.53. Lucky Rabbit's Foot
- 6.54. Superior Hearing
- 6.55. Squirrel's Magic Affinity
- 6.56. Constant Prey
- 6.57. Forager
- 6.58. Keen Senses
- 6.59. Dog's Empathy
- 6.60. Keen Senses
- 6.61. Puppy Dog Eyes
- 6.62. Fox's Empathy
- 6.63. Darkvision
- 6.64. Fox's Cunning
- 6.65. Foxy
- 7. For Your Consideration
- 8. Notes



Species Information

Ursuidae (Bear)

A species of demi-human with bear-like features and abilities. The **Ursuidae** are distinguishable by a pair of small round bear ears and a stubby bear tail at the tip of where a human's tailbone would be. Typically **Ursuidae** come in three varieties: the smaller black variety, the large brown, and a white more arctic variety which are the largest but tend to like colder regions.

While traveling in hostile lands, **Ursuidae** wear simple fur hats, and a jacket that hangs past their posterior. Given their propensity for large size, most people wouldn't try to look under an **Ursuidae's** jacket or hat, just figuring them for a very large human, upwards of six feet tall.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Ursidae are exempt from both sets of rules as their tail is too small, and they lack wings.

Koe (Cow)

A species of demi-human with cow-like features and abilities. They are distinguishable by a pair of floppy cow ears, a long furry cow tail, and the horns of a cow/bull.

While traveling in hostile lands, **Koe** will wear large and intricate headdresses to hide their ears and horns, while their tails can be hidden with a modest-sized shawl or a simple cloak.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Koe are exempt from the rules about wings as they lack them, but their tail is affected.

Ulfur (Wolf)

A species of demi-human with wolf-like features and abilities. They are distinguishable by a pair of pointed wolf-like ears on the top of their head and a fluffy wolf's tail.

While traveling in hostile lands, **Ulfur** can wear a hood to hide their ears, and a dress or skirt to hide their tails. A cloak works too.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Ulfur are exempt from the rules about wings as they lack them, but their tail is affected.

Kaķis (Cat)

A species of demi-human with cat-like features and abilities. They are distinguishable by a pair of triangle-shaped ears of a cat and a long furry cat tail. They feature a set of retractable claws for fingernails as well as padded palms similar to a cat.

While traveling in hostile lands **Kaķis** can wrap their tail around their waist and cover it with a sash, hide their ears under a hood, and cover their pads with knitted fingerless gloves.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Kaķis are exempt from the rules about wings as they lack them, but their tail is affected.

Vogel (Bird)

A species of demi-human with bird-like features and abilities. They are distinguishable by a pair of small feathered wing-like appendages where human ears would be, and a feathered bird tail, along with their feathered wings. They sometimes possess a wide vocal range and talent for voice mimicry.

While traveling in hostile lands, a Vogel will wear a hood or a kind of head covering, they will usually wear a cloak to hide their wings and tail feathers.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Vogel are subject to both rules about wings and tails.

Pesukarhu (Raccoon)

A species of demi-human with raccoon-like features and abilities. They are distinguishable by a pair of pointed raccoon-like ears and a stripped furry tail.

While traveling in hostile lands, **Pesukarhu** can wear a hood to hide their ears, only a cloak is big enough to hide their tail though.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Pesukarhu are exempt from the rules about wings as they lack them, but their tail is affected.

Equine (Horse)

A species of demi-human with horse-like features and abilities. They are distinguishable by a pair of horse/pony-like ears, along with their long-haired tail (*which they usually decorate and/or braid*).

While traveling in hostile lands, Equine will wear a belt similar to their tails so they can pass their tails off as decoration, for their ears they wear a securely fastened hat so they can run at a moment's notice.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Equine are exempt from the rules about wings as they lack them, but their tail which is mostly long hair may be affected or might not, depending on a pre-game choice by either the player or the GM.

Atıru (Sheep)

A species of demi-human with sheep-like features and abilities. They are distinguishable by a pair of long pointed sheep-like ears, along with their wool-like hair, curved horns, and small tail. Sometimes confused with being cousins of Huldra and Sylvans.

While traveling in hostile lands, **Atıru** have to use magic items to disguise themselves as in addition to their ears and horns, some of them constantly have the elongated rectangular pupils of a sheep.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Atıru are exempt from both sets of rules as their tail is too small, and they lack wings.

Ystlum (Bat) ✧

A species of demi-human with bat-like features and abilities. They are distinguishable by a pair of large wide bat-like ears, large leathery wings growing out their back, and possibly a tail if their species had one. Probably the inspiration for the peasant belief of winged demons.

While traveling in hostile lands, **Ystlum** has no choice but to wear large side-slitted hooded cloaks as nothing else can accommodate their large ears and wings, without limiting their aerial mobility.

Notes ✧

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Ystlum are subject to both rules about wings and tails.

Hiiri (Mouse) ✧

A species of demi-human with mouse-like features and abilities. They are distinguishable by a pair of large mouse-like round ears and their long pointed tail.

While traveling in hostile lands, Hiiri can wrap their tail around their waist, cover it with a sash, and hide their ears under a hood.

Notes ✧

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Hiiri are exempt from the rules about wings as they lack them, but their tail is affected.

Apa (Monkey) ✧

A species of demi-human with monkey-like features and abilities. They look almost entirely human, except for their long furry monkey tail. This species finds it the easiest to blend into human societies.

While traveling in hostile lands, Apa can wrap their tail around their waist, and cover it with a sash. Otherwise, they look like a slightly more hairy human.

Notes ✧

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Apa are exempt from the rules about wings as they lack them, but their tail is affected.

Kanin (Rabbit) ✧

A species of demi-human with rabbit-like features and abilities. They are distinguishable by a pair of floppy or pointed rabbit-like ears in addition to a small fluff ball tail.

While traveling in hostile lands, Kanin will wear hoods of some kind and maybe a skirt or faux bag or pouch to cover their poof ball tail.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Kanin are exempt from both sets of rules as their tail is too small, and they lack wings.

Íkorna (Squirrel)

A species of demi-human with squirrel-like features. They are distinguishable by a pair of pointed squirrel ears in addition to their large fluffy curved tail.

Traveling in hostile lands is somewhat difficult for the Íkorna, as their tails are quite large, so they usually carry faux merchant packs when they have to travel, they are fond of wearing wide-brimmed hats as well not for the disguise it offers more out of an ingrained species preference.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Íkorna are exempt from the rules about wings as they lack them, but their tail is affected.

Hundur (Dog)

A species of demi-human with dog-like features. They are distinguishable by a pair of dog-like ears and dog-like tails. Their appearance differs based on human and elf breeding programs resulting in different 'breeds'. This sub-species is protected in some areas and assigned to non-human reservations for their protection because of their loyalty and tracking skills.

While traveling in hostile lands, Hundur can wear a hood to hide their ears, and a dress or skirt to hide their tails. A cloak works too. Some Hundur wear emblmed collars if they belong to a certain faction or organization.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Hundur are exempt from the rules about wings as they lack them, but their tail is affected.

Sionnach (Fox)

A species of demi-human with fox-like features. They are distinguishable by a pair of fox-like pointed ears and their bushy tail which they take great pride in brushing and boasting about.

While traveling in hostile lands, Sionnach are capable of illusionary and seduction magic to hide their animalistic features, though if they want to they can also hide them with a cloak but few Sionnach ever get that desperate.

Notes

If one is implementing [Spysander Looner's Critical Wounds for Tails & Wings](#), Sionnach are exempt from the rules about wings as they lack them, but their tail is affected.

Culture

Before being relocated due to the Conjunction of the Spheres the Dyrians featured a rich culture full of traditions. Over the centuries these traditions have mingled with local traditions, to better allow the Dyrians to interact with their neighbors.

Reason to Adventure

A majority of Dyrians, have no reason to adventure since they are quite safe in the kingdom of Vineta in Feiwo, though outside of the Far East, some Dyrians are captured and enslaved. Or they could be merchants, bards, or any other profession providing they are capable of disguising themselves when necessary when traveling to certain places.

Dyrian Origins

Dyrians have 3 areas that they could come from the Kingdom of Vineta in the Far East region of Feiwo, the Kingdom of Dol Blathanna, or the mountainous region of Mahakam. Use the Elderfolk early life tree when making a Dyrian Character.





Dyrian Social Standing

Dyrians are considered Hated in the North.

Dyrians are considered Tolerated in Nilfgaard and Skellige.

Dyrians are considered Equal in Dol Blathanna and Mahakam.

Perks (Species Dependent)

Ursuidae (Bear)	Koe (Cow)
<p>Bear's Toughness </p> <p>Your Physique and Endurance score is increased by 2.</p> <p>Hibernation Preparation </p> <p>Bears need to hibernate through the winter, but you don't. After eating at least 1 pound of food beyond your requirement for the day, you gain 1d6 temporary hit points for the</p>	<p>Bovine's Power </p> <p>Your Physique and Endurance score is increased by 2.</p> <p>Horns </p> <p>In addition to your cow ears, you have natural horns. When you do an unarmed attack, you can instead use your horns to do 1d6 piercing damage using your Body as attack and damage modifiers as normal.</p>

next hour.

Keen Smell

Bears have a good sense of smell, and you can track things by scent alone.

Protective Instinct

When an ally creature is hit while you're within 5 feet of them, you can use your reaction to do a melee weapon attack on the attacker if they are within your weapon's reach. You regain usage of this feature when you finish a short or long rest.

Werebear Companionship (Secret Perk)

The **Ursuidae** have the Blessing of the Beast trait which tempers the actions of transformed Therianthropes in their presence if they are of similar base species (For example, a Ursuidae tempers a Werebear with their presence.) An **Ursuidae** can form a sacred and powerful union between themselves and a Werebear, and they both tend to protect and care for one another and assist each other in multiple situations. This bond can sometimes lead to mated pairs and a child born of this union is called an Irsene.

Improved Digestion

Your single stomach has more digestive compartments, and thus you can eat things humans normally can't digest like grass and it'd count as food for you. However, you need twice the amount of food when you use this method each day.

Powerful Build

Their frames mask their strength and they count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift.

Werecow Companionship (Secret Perk)

The **Koe** have the Blessing of the Beast trait which tempers the actions of transformed Therianthropes in their presence if they are of similar base species (For example, a Koe tempers a Werecow with their presence.) A **Koe** can form a sacred and powerful union between themselves and a Werecow, and they both tend to protect and care for one another and assist each other in multiple situations. This bond can sometimes lead to mated pairs and a child born of this union is called an Minotaur.

Ulfur (Wolf)

Kaķis (Cat)

Lupine Instincts

Your Wilderness Survival and Leadership score is increased by 2.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in

Feline Curiosity

Your Athletics and Pick Lock score is increased by 2.

Cat Burglar

As a Kaķis, you have a natural affinity towards stealthy movement. You gain a +2 to Stealth and Sleight of Hand.

darkness, only shades of gray.

Keen Smell and Hearing

Ulfurs have a good sense of smell and hearing, you can track things by scent alone as well as having an increased hearing range raising your Awareness by +2.

Pack Tactics

You may reroll on an attack roll against a creature if at least one of your allies is within 5 ft. of the creature and the ally isn't incapacitated.

Werewolf Companionship (Secret Perk)

The **Ulfur** have the Blessing of the Beast trait which tempers the actions of transformed Therianthropes in their presence if they are of similar base species (For example, a **Ulfur** tempers a **Werewolf** with their presence.) An **Ulfur** can form a sacred and powerful union between themselves and a **Werewolf**, and they both tend to protect and care for one another and assist each other in multiple situations. This bond can sometimes lead to mated pairs and a child born of this union is called a Lupean.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Naturally Graceful

Just like a cat that always lands on their feet, as a **Kaķis**, you take half damage when calculating fall damage.

Werecat Companionship (Secret Perk)

The **Kaķis** have the Blessing of the Beast trait which tempers the actions of transformed Therianthropes in their presence if they are of similar base species (For example, a **Kaķis** tempers a **Werecat** with their presence.) A **Kaķis** can form a sacred and powerful union between themselves and a **Werecat**, and they both tend to protect and care for one another and assist each other in multiple situations. This bond can sometimes lead to mated pairs and a child born of this union is called a Bastan.

Vogel (Bird)

Birds Swiftness

Your Dodge/Escape and Athletics score increases by 2.

Bird Wings

In addition to your ears and tail, you have bird wings between the shoulder blade and hip area and you gain a flight speed of 30 feet. While flying, if you do not move at least half your speed during your turn, you fall to the ground. You may not fly in normal backpacks

Pesukarhu (Raccoon)

Raccoon's Evasion

Your Athletics and Dodge/Escape score is increased by 2.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

or armor. The cost to alter your gear to be suitable for flight is equal to half the cost of the gear.

Keen Sight

Like a bird, a Vogel is very good at spotting and finding prey. You have a +2 to Awareness.

Werebird Companionship (Secret Perk)

The **Vogel** have the Blessing of the Beast trait which tempers the actions of transformed Therianthropes in their presence if they are of similar base species (For example, a **Vogel** tempers a **Werebird** with their presence.) An **Vogel** can form a sacred and powerful union between themselves and a **Werebird**, and they both tend to protect and care for one another and assist each other in multiple situations. This bond can sometimes lead to mated pairs and a child born of this union is called a Artzal.

Natural Bandit

As a scavenger, raccoons naturally steal things. You gain a +2 to Sleight of Hand and Pick Locks.

Wereraccoon Companionship (Secret Perk)

The **Pesukarhu** have the Blessing of the Beast trait which tempers the actions of transformed Therianthropes in their presence if they are of similar base species (For example, a **Pesukarhu** tempers a **Wereraccoon** with their presence.) A **Pesukarhu** can form a sacred and powerful union between themselves and a **Wereraccoon**, and they both tend to protect and care for one another and assist each other in multiple situations. This bond can sometimes lead to mated pairs and a child born of this union is called a Rakin.

Equine (Horse)

Horse's Stout Body

Your Physique and Endurance score is increased by 2.

Charge

If you move at least 20 feet straight towards a creature and then attempt to shove it to knock it prone, you take a -3 to hit, if the attack is blocked you can make a Physique check against the opponent's Physique roll to knock the target prone.

Swift Speed

Atıyıcı (Sheep)

Sheep's Vitality

Your Endurance score is increased by 2.

Horns

In addition to your sheep ears, you have naturally curved horns. Your unarmed strikes using your Horns deal 1d4 bludgeoning damage.

Sure-Footed

You can reroll once on saving throws made against effects that would knock you prone.

Your running speed is increased by +5.

Work Horse

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Werehorse Companionship (Secret Perk)

The **Equine** have the Blessing of the Beast trait which tempers the actions of transformed Therianthropes in their presence if they are of similar base species (For example, a **Equine** tempers a **Werehorse** with their presence.) An **Equine** can form a sacred and powerful union between themselves and a **Werehorse**, and they both tend to protect and care for one another and assist each other in multiple situations. This bond can sometimes lead to mated pairs and a child born of this union is called a Centaur.

Wooly Hair

Instead of hair, you grow wool on your body instead, giving you extra protection. When unarmored, your Armor Class is equal to 3 + your Dexterity modifier.

Weresheep Companionship (Secret Perk)

The **Aturū** have the Blessing of the Beast trait which tempers the actions of transformed Therianthropes in their presence if they are of similar base species (For example, an **Aturū** tempers a **Weresheep** with their presence.) An **Aturū** can form a sacred and powerful union between themselves and a **Weresheep**, and they both tend to protect and care for one another and assist each other in multiple situations. This bond can sometimes lead to mated pairs and a child born of this union is called a Bejuk.

Ystlum (Bat)

Hiiri (Mouse)

Bat's Intelligence

Your Awareness and Deduction score is increased by 2.

Bat Roost

When grabbing fixtures on a ceiling (such as chandeliers or stalactites), or long appendages sticking out (such as a flagpole sticking on the side or branches of trees), you can hang upside-down on them without making an ability check if you occupy both your hands on it. You cannot hang upside

Mouse's Reasoning

Your Deduction and Dodge/Escape score is increased by 2.

down on smooth surfaces where there's nothing to grab onto. However, you're not a real bat and you have human hands instead of claws, so the blood will rush to your head and you will lose your grip. Thus, you can only hang like this for a minute without moving. At the end of the minute, if you did not move, you start falling.

Bat Wings ✦

In addition to your ears and tail, you have bat wings between the shoulder blade and hip area and you gain a flight speed of 30 feet. But due to the short wingspan due to being a Dyrian, while flying, if you do not move at least half your speed during your turn, you fall to the ground. If you are wearing armor you are not proficient in or any medium or heavy armor, you may not fly.

Echolocation ✦

You can perceive your surroundings without relying on sight within a specific radius. You have blindsight, which is the ability to perceive your surroundings without relying on sight, within a specific radius, in this case, a range of 10 feet. You can't use your blindsight while you are deafened, however.

Darkvision ✦

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Smell ✦

Mice have an amazing sense of smell, thus you gain +2 to Awareness when using your nose.

Nimble Scurry ✦

You can move through the space of any creature that is of a size larger than yours and your base running speed is increased by 5 points.

Apa (Monkey)

Monkey's Willpower ✦

Your Courage and Resist Coercion score is increased by 2.

Prehensile Tail ✦

Your monkey tail can be used to hold and manipulate objects. However, your tail is not as strong as your arms, and thus, you cannot use your tail to hold things heavier than 10 pounds, nor use it to wield weapons with the heavy or two-handed property.

Kanin (Rabbit)

Rabbit's Magic Affinity ✦

Your Hex Weaving and Spellcasting score is increased by 2.

Fleet of Foot ✦

Your base running speed is increased by 10 points.

Lucky Rabbit's Foot ✦

When you roll a 1 on an attack roll, ability

Smart Monkey

You can speak, read, and write one extra language of your choice at the time of creating your character.

Tree Climber

Monkeys climb and swing from trees, you gain an inherent +2 in Acrobatics.

check, or saving throw, you can reroll the die and must use the new roll.

Superior Hearing

Your large rabbit ears grant you an increased awareness of your surroundings compared to other Dyrians. When using your ears you gain a +3 to Awareness.

Íkorna (Squirrel)

Squirrel's Magic Affinity

Your Hex Weaving and Ritual Crafting score is increased by 2.

Constant Prey

People are always out for your big fluffy tail, you have a +5 bonus to your passive Awareness score.

Forager

Squirrels can naturally find food. You are proficient in Wilderness Survival and you have an inherent +2 on Wilderness Survival checks when foraging.

Keen Senses

Squirrels are very good at noticing threats, you have a +2 to Awareness.

Hundur (Dog)

Dog's Empathy

Your Leadership and Human Perception score is increased by 2.

Keen Senses

Hundurs have good hearing and sense of smell, you have an inherent +2 to Awareness.

Puppy Dog Eyes

No one can withstand your puppy dog eyes. You have an inherent +2 to Persuasion and Charisma.

Sionnach (Fox)

Fox's Empathy

Your Charisma and Deceit score is increased by 2.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fox's Cunning

You have a +2 on all Intelligence, Will, and Empathy saving throws against magic.

Foxy

Your foxy demeanor makes you hard to resist, before making an Empathy-based skill check you can choose to grant yourself a +2. You regain usage of this feature when you complete a long rest.

For Your Consideration

- For added effect and intractability, you could use [Spysander Looner's Critical Wounds for Tails & Wings](#) as most Dyrians are compatible with it one way or another.

Notes

- Due to this race being considered a demi-human race, when disguised they have the social status of a human but should a Dyrian be discovered as a Dyrian their social status changes to that of a Dyrian.
- This race was created by [me](#), for my fiancée to have a 'wolf girl' race as such I permit others to use this race in their games and settings as long as they honor the rules of homebrew and do not steal credit or try to make money off of this information.

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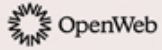
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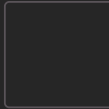
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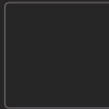
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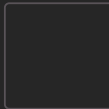
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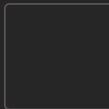
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